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IEEE STD IEEE Standard

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Image Processing, IEEE Transactions on
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1 [Videoconferencing on the Internet](#)

Thierry Turetti, Christian Huitema

 June 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 3

 Full text available: [pdf\(1.49 MB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)


2 [Experience with control mechanisms for packet video in the internet](#)

J-C. Bolot, T. Turetti

 January 1998 **ACM SIGCOMM Computer Communication Review**, Volume 28 Issue 1

 Full text available: [pdf\(1.24 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


The single class best effort service available in the current Internet does not provide the guarantees, typically expressed in terms of minimum bandwidth and/or maximum delay or loss, associated with real-time applications such as live video. One way to support such applications in best effort networks is to use control mechanisms that adapt the coding, transmission, reception, and decoding processes at the source and at the destination(s) depending on the state of the network. In this paper, we ...

3 [Group B: collaborative and distributed signal processing: Fusion in sensor networks with communication constraints](#)

Saeed A. Aldosari, José M. F. Moura

 April 2004 **Proceedings of the third international symposium on Information processing in sensor networks**

 Full text available: [pdf\(338.09 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


In this paper, we address the problem of optimizing the detection performance of sensor networks under communication constraints on the common access channel. Our work helps understanding tradeoffs between sensor network parameters like number of sensors, degree of quantization at each local sensor, and SNR. Traditionally, this problem is tackled using asymptotic assumptions on the number of sensors, an approach that leads to the abstraction of important details such as the structure of the fu ...

Keywords: decentralized detection, decision fusion, genetic algorithm, quantization, sensor networks

4 [Scalable feedback control for multicast video distribution in the Internet](#)

Jean-Chrysostome Bolot, Thierry Turletti, Ian Wakeman
 October 1994 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications,**
 Volume 24 Issue 4

Full text available:  [pdf\(1.24 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe a mechanism for scalable control of multicast continuous media streams. The mechanism uses a novel probing mechanism to solicit feedback information in a scalable manner and to estimate the number of receivers. In addition, it separates the congestion signal from the congestion control algorithm, so as to cope with heterogeneous networks. This mechanism has been implemented in the IVS video conference system using options within RTP to elicit information about the qual ...

5 Group C: energy conservation: A wake-up detector for an acoustic surveillance sensor network: algorithm and VLSI implementation

David H. Goldberg, Andreas G. Andreou, Pedro Julián, Philippe O. Pouliquen, Laurence Riddle, Rich Rosasco

April 2004 **Proceedings of the third international symposium on Information processing in sensor networks**

Full text available:  [pdf\(483.21 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We describe a low-power VLSI wake-up detector for use in an acoustic surveillance sensor network. The detection criterion is based on the degree of low-frequency periodicity in the acoustic signal. To this end, we have developed a periodicity estimation algorithm that maps particularly well to a low-power VLSI implementation. The time-domain algorithm is based on the "bumpiness" of the autocorrelation of one-bit version of the signal. We discuss the relationship of this algorithm to the maximum- ...

Keywords: VLSI implementation, acoustic surveillance, maximum likelihood estimation, periodicity, power management, sensor networks, wake-up detection

6 vic: a flexible framework for packet video

Steven McCanne, Van Jacobson

January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available:  [html\(67.64 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: conferencing protocols, digital video, image and video compression and processing, multicasting, networking and communication

7 Modeling methodology a: Hybrid dynamic systems: models for continuous and hybrid system simulation

Mariana C. D'Abreu, Gabriel A. Wainer

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**

Full text available:  [pdf\(573.77 KB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#)

The DEVS formalism was defined as a method for modeling and discrete event systems. DEVS theory evolved and it was recently upgraded in order to permit modeling of continuous and hybrid systems. Here, we present a first experience on the use of two of the existing methods for defining continuous variable DEVS models (namely, the QDEVS and the GDEVS formalisms), to develop continuous and hybrid systems simulations. We show how to model these dynamic systems under the discrete event abstraction ...

8 A JPEG codec adaptive to region importance

Jiying Zhao, Yoshihisa Shimazu, Koji Ohta, Rina Hayasaka, Yutaka Matsushita

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Full text available:  pdf(1.47 MB)


Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: JPEG, adaptive codec, fuzzy reasoning, human visual system, region importance

9 Coding image sequences for interactive retrieval

Andrew Lippman, William Butera

July 1989 **Communications of the ACM**, Volume 32 Issue 7

Full text available:  pdf(1.02 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An image coding technique for digital storage of motion picture information is presented that is optimized for use in interactive systems where high quality still frames, random access, and database linkages are required.

10 MPEG-4: an object-based multimedia coding standard supporting mobile applications

Atul Puri, Alexandros Eleftheriadis

June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1

Full text available:  pdf(747.80 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

11 Doctoral Symposium: Media transcoding for pervasive computing

Zhijun Lei

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

Full text available:  pdf(356.27 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The rapid development of wireless technologies and computer-embedded devices make it possible for people to use portable devices accessing multimedia information and service. In order to bring multimedia information and service to the various client devices while retaining the ability to go mobile, multimedia information must be adapted, which is referred to as media transcoding technology. In this paper, some related issues of media transcoding are discussed. Media transcoding techniques are cl ...

Keywords: heterogeneous video transcoding, media transcoding, rate control, spatial resolution reduction, universal multimedia access

12 Sequential thematic organization of publications: how to achieve coherence in proposals and reports

J. R. Tracey, D. E. Rugh, W. S. Starkey

August 1999 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 23 Issue 3

Full text available:  [pdf\(3.80 MB\)](#)

Additional Information: [full citation](#), [index terms](#)

13 Systems 1: A wireless sensor network For structural monitoring

Ning Xu, Sumit Rangwala, Krishna Kant Chintalapudi, Deepak Ganesan, Alan Broad, Ramesh Govindan, Deborah Estrin

November 2004 **Proceedings of the 2nd international conference on Embedded networked sensor systems**

Full text available:  [pdf\(731.28 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Structural monitoring---the collection and analysis of structural response to ambient or forced excitation--is an important application of networked embedded sensing with significant commercial potential. The first generation of sensor networks for structural monitoring are likely to be data acquisition systems that collect data at a single node for centralized processing. In this paper, we discuss the design and evaluation of a wireless sensor network system (called Wisden for structural dat ...

Keywords: Wisden, sensor network, structural health monitoring

14 Dynamic multi-path routing: asymptotic approximation and simulations

Xun Su, Gustavo de Veciana

June 2001 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2001 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 29 Issue 1

Full text available:  [pdf\(1.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

In this paper we study the dynamic multi-path routing problem. We focus on an operating regime where traffic flows arrive at and depart from the network in a bursty fashion, and where the delays involved in link state advertisement may lead to "synchronization" effects that adversely impact the performance of dynamic single-path routing schemes. We start by analyzing a simple network of parallel links, where the goal is to minimize the average increase in network congestion on the time scale of l ...

15 Modeling methodology a: Methods for special applications: Cell-DEVS quantization techniques in a fire spreading application

Alexandre Muzy, Eric Innocenti, Antoine Aiello, Jean-François Santucci, Gabriel Wainer

December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**

Full text available:  [pdf\(536.41 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

We present the use of the CD++ tool to model and simulate forest fire-spread. A semi-physical fire spread model is implemented using the Cell-DEVS formalism. The use of Cell-DEVS enables proving the correctness of the simulation engines and permits to model the problem even by a non-computer science specialist. The high level language of CD++ reduces the algorithmic complexity for the modeler while allowing complex cellular timing behaviors. Different Cell-DEVS quantization techniques are use ...

16 Voice response systems

D L. Lee, F H. Lochovsky

December 1983 **ACM Computing Surveys (CSUR)**, Volume 15 Issue 4

Full text available:  [pdf\(2.22 MB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

A new video compression algorithm for different videoconferencing standards

Awad Kh. Al-Asmari

January 2003 **International Journal of Network Management**, Volume 13 Issue 1Full text available:  pdf(173.88 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, a new and simple predictive coding algorithm for video compression and multimedia communication for different network applications is investigated. This algorithm is called semi-hexagonal absolute moment block truncation coding (SH-AMBTC). It enjoys better objective and subjective qualities over the standard square shaped AMBTC. This technique based on the prediction of the bit-map of the middle frames in a sequence from the bit-map of the end frames (the first and the last frames ...

18 A CAD Framework for Co-Design and Analysis of CMOS-SET Hybrid Integrated Circuits

Santanu Mahapatra, Kaustav Banerjee, Florent Pegeon, Adrian Mihai Ionescu

November 2003 **Proceedings of the 2003 IEEE/ACM international conference on Computer-aided design**Full text available:  pdf(238.69 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

This paper introduces a CAD framework for co-simulation of hybrid circuits containing CMOS and SET (Single Electron Transistor) devices. An improved analytical model for SET is also formulated and shown to be applicable in both digital and analog domains. Particularly, the extension of the recent MIB model for single/multi gate symmetric/asymmetric device for a wide range of drain to source voltage and temperature is addressed. Circuit level co-simulations are successfully performed by implementing the ...

19 Enabling fast and effortless customisation in accelerometer based gesture interaction

Jani Mäntyjärvi, Juha Kela, Panu Korpipää, Sanna Kallio

October 2004 **Proceedings of the 3rd international conference on Mobile and ubiquitous multimedia**Full text available:  pdf(180.23 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Accelerometer based gesture control is proposed as a complementary interaction modality for handheld devices. Predetermined gesture commands or freely trainable by the user can be used for controlling functions also in other devices. To support versatility of gesture commands in various types of personal device applications gestures should be customisable, easy and quick to train. In this paper we experiment with a procedure for training/recognizing customised accelerometer based gestures with m ...

Keywords: gesture control, gesture recognition, human computer interaction, input technology, mobile devices

20 Ternary logic in digital computers

Roy D. Merrill

January 1965 **Proceedings of the SHARE design automation project**Full text available:  pdf(476.14 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Although the states as well as the number representation of virtually every digital computer are implemented for the most part with binary logic, there are other systems such as the ternary or quinary that could just as well be used. The choice of which logic system to use should be determined primarily on the basis of cost, reliability, and operating speeds of the physical realization. This paper will be concerned with the potential of ternary logic, advantages of this logic, and whether i ...

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